

Bishop Diego Football



Player Name: _____

2019

Offensive Playbook

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Overview

The Bishop offensive attack this coming year will be a multi-formation, pro-style offense which will seek to exploit matchups, maximize blocking angles, and outnumber defenders at point of attack locations. It is intended to combine both the finesse necessary to frustrate larger opponents and the consistency necessary to control the game clock and scoreboard. The run game will rely upon athletes' ability to implement basic blocking fundamentals and schemes against a variety of different defensive sets and stem movements with complete confidence that our basic plays (as set forth in the booklet) can be run both successfully and repetitively. Passing will complement the run game by forcing opponents to prepare for multiple formations & patterns, launching points, and play-action possibilities off of each basic run play. Motion and set changes will be utilized to provide different looks to similarly structured plays. To be successful, our players must develop the ability to comprehend how formation and plays mesh together and, as coaches, it is our responsibility to devise teaching progressions maximizing each player's potential to learn our system and succeed in improving each time they take the field. Offensive success is dependent upon field position, ball control & care, big play potential, and consistency.

The enclosed outline of formations, motion calls, and basic run and pass plays is simply intended to introduce the framework of our offense. It is not intended to identify all possible variations, blocking schemes, or potential plays which can be run. Our ability to enlarge upon the system will be dependent on the development and commitment of each Cardinal Player and staff member in learning and improving on each aspect of this system for which they are responsible. Coaches will be encouraged to identify positive methods for improving each aspect for the basics set forth below. Players are both encouraged and required to trust and commit to their teammates, coaches, and the school and demonstrate that commitment by learning the plays and their responsibilities. It will be an honor to play for this year's team and players are expected to recognize this privilege.

Offensive Formations and Terminology

Terminology

Play calls will be made using combination of # and word system. The sequence for plays calls will be:

1. First number sets formation for line and receivers
2. Second word/letter sets alignment for backs
3. Third word identifies motion, if any
4. Fourth comes the play call which can be combination of numbers and added tag word to identify blocking scheme, play action, or pass pattern.
 - a. For runs, play call will consist of back #, hole #, and blocking scheme if necessary
 - b. For passes, play call will consist of either combination of pass tree numbers or label “tag” given to predetermined combination of pass routes

Typical play call will proceed as follows:

3 I Z 44 Power

“3” Identifies Line Form

“I” identifies Back Form

“Z” indicates Z Motion

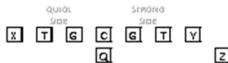
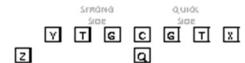
“44” indicates 4 Back to 4 Hole

“Power” indicates blocking scheme

Baseline Formations

Comments:

1. Odd numbers place TE to the Right and X receiver to the Left, Even numbers place TE to the Left and X receiver to the Right.
2. Z Receiver goes to TE side on formations 1-4 and away from TE on 5 and above
3. Formations mirror one another (i.e.: Formation 2 is just formation 1 flipped)
4. Z Receiver is the only player who needs to know more than odd/even (see comment #2 above)
5. Adding a zero "0" or "Open" tag to the end of any formation will widen the Y out of the box (i.e.: 70 or 10 Open)

Formation 1	Formation 2
	
Formation 3	Formation 4
	
Formation 5	Formation 6
	
Formation 7	Formation 8
	
Formation 9	Formation 10
	
Formation 11	Formation 12
	

Formation Variations

9 SPREAD	10 SPREAD
WING RIGHT	WING LEFT
DOUBLES RIGHT	DOUBLES LEFT
TWINS RIGHT	TWINS LEFT
9 TIGHT	10 TIGHT
11-TREY	12-TREY
HUSKY RIGHT	HUSKY LEFT

Additional Variations

Additional variations can be added. Some of the most common are listed below.

TAG	FORMATION ADJUSTMENT
AWAY	Tells FB to go away from 2 receiver side in Oregon. If in Heavy personnel, "Away" places H Back away from TE in wingback spot next to QT (3 pt. stance)
CHANGE	Y and Z change alignment in formation. EXAMPLE: "Change 9 Open" would put the Z as the single receiver opened and Y as the #2 receiver in trips
FLEX	Y widens out and lines up ON LOS. EXAMPLE: 3 flex (now "30")
LITTER	Places two Tackles to the left side of the formation.
NASTY	Y widens split 1 TO 3 yards from tackle
OPEN or "0" Added	Y widens out EXAMPLE: Form 30 would be Y in flex spot, 90 is Y opened out
PINCH	In Trips Set, the #2 Receiver lines up closer to the #3. The #2 "pinches" in toward the formation and the #3's alignment. About 4 yds separation between 2 & 3.
ROTTEN	Places two Tackles to the right side of the formation.
SEXY	Y and Z trade alignment – Sexy 3 puts Y outside Z
SPECIAL	Y covered up by outside receiver allowing opposite receiver to motion. EXAMPLE: "3 Special Exit" places the Z the LOS with the X off the LOS and able to motion.
TIGHT	Receivers align tight to tackle box. EXAMPLE: See formations 9 & 10 vs. 9 Tight and 10 Tight
TREY	Tight End Trips formation. EXAMPLE: 11 TREY/ 12 TREY
U	Places F or H back inside of TE and outside of the Tackle (off LOS) to create a "U" with TE and Tackle.

Special Sets:

Certain personnel groupings will have calls that automatically set up both line and backs with a single phrase:

1. **Oregon** = automatically puts FB to the two-receiver side behind the Tackle at 2 yards, TB away from the two-receiver side 1 x 1 from QB, QB in gun (i.e.: "Oregon 3" places line and backs)

Duck = backs flip sides with T to two receiver side, F to single receiver side

2. **Army** = automatic grouping of double tight or triple tight (i.e.: "Army 3" creates a double tight with Z split)

3. **Husky** = adds third back who goes behind Tackle as a power back either "Near" or "Away" from TE ("Husky 3 Near" places everyone)

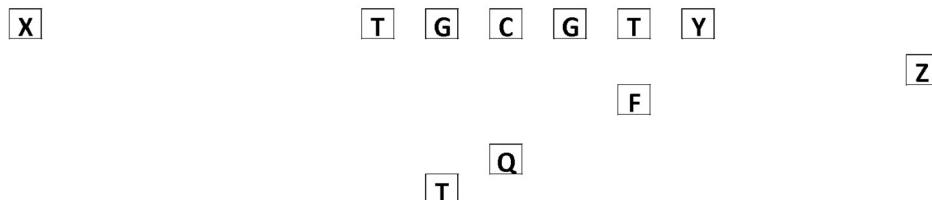
4. **Heavy** = adds "H" back type player (FB or TE) who will line up in wingback either "Near" or "Away" from TE (X/Y and backs will be in normal formations as called)

Oregon

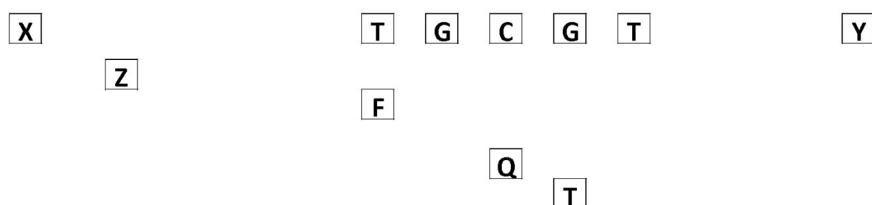
The Oregon set is a call that alerts the line and backs where to line up. For the line and receivers, they still listen to the number at the start of the play call. For the backs, Oregon creates the following automatic placements UNLESS there is a tag added which changes their position.

- QB Automatic gun at 4 yds.
- FB Automatic alignment to the two-receiver side behind the Tackle at 2 yds. off LOS
- TB Automatic alignment away from two receiver side 1-2 yds. outside of QB and 1 yd. back

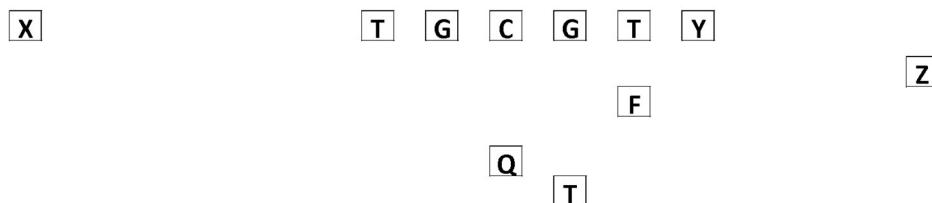
EXAMPLE: Oregon 3



EXAMPLE: Oregon 70



EXAMPLE: Oregon 3 Right



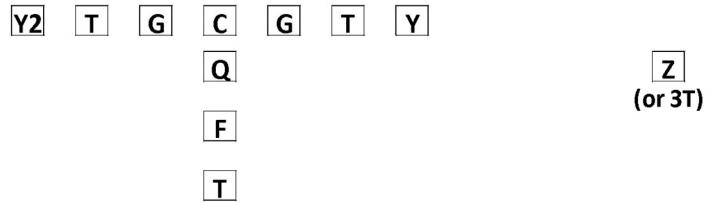
****Variation: DUCK = T & F reverse alignment with T to 2 receiver side, F to 1 receiver side*

"Away" call tells F to go away from 2 receiver side (Example. Oregon 3 away)

Army (Double tight or Triple tight)

The Army call is both a personnel grouping and alert for a double tight formation. Army can be either double tight (2T) or double tight (3T) depending on roster. The Y remains where he normally aligns based on the initial formation number called. The second TE replaces the X and automatically aligns as a second TE in the formation. If Army 3T is called for, the third TE replaces the Z and aligns where the Z would in a normal formation call.

EXAMPLE: Army 3T (2T)



Heavy Set or “H-Set” (for Goal Line or Short Yardage)

The Heavy set will allow us to put in another FB/TE type player, called the “H” back, to supplement our power run/ short yardage run, and pass game. The H back can be substituted for the X or Z depending on the formation call. Use of the H back will also allow us to create “overload” formations while preserving the ability to attack the defense down the field should the defense pack the box. The Heavy set can be used as a goalie offense.

H Back Alignments

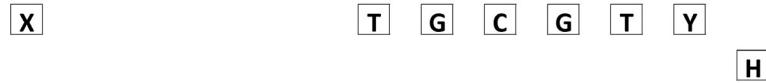
- NEAR Places H back adjacent to TE in wingback spot (3 pt. stance)
- AWAY Places H back away from TE in wingback spot next to QT
- ROD/LINK Places H back right or left behind tackle, FB stacks that way
- RIGHT/LEFT Places H back even with FB either right or left
- U Places H back inside of TE to create a “U” with TE and tackle

H Back Motions

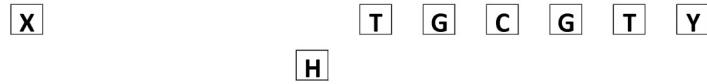
- SHUFFLE Shuffle across formation
- PEEL Past QB and return

Common formations using H Back when H is in for Z:

3 Near / 4 Near



3 Away / 4 Away



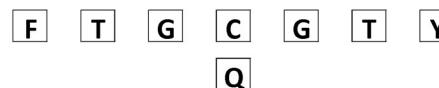
Note: We can still use the alignment for T & F to create trips formations, slot sets, off I sets, etc.

“3 Near Deuce” would create a TE trips formation

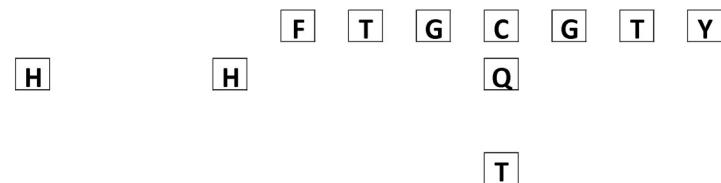
“3 Near Leo” would create a slot left/TE wingback RT formation

Common formations using H Back when H is in for X:

11 Near / 12 Near

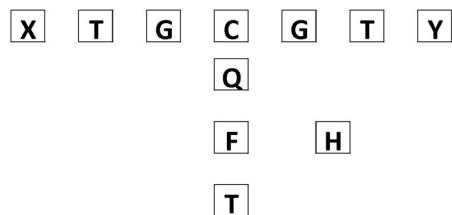


11 Away / 12 Away

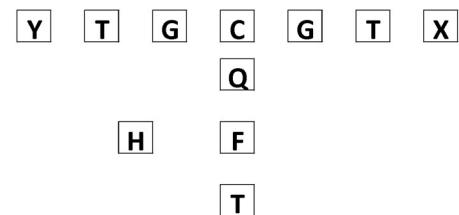


As a goal line set (usually when H is in for Z). We also used HUSKY to call for certain big man personnel:

Husky Right



Husky Left



All basic run plays can be run with H back in formation giving us potential for additional blocker within the box on inside runs and an additional lead blocker on sweep plays.

Common Run Plays (using H):

3 Away 34 Trap H Lead

3 Near Shuffle 45 Power Buck

3 Near Peel 48 Loop Toss

3 Near Ray Shuffle 34 Counter Trap

3 Near Leo Toom Sweep RT

Husky Right 44 Power Dbl Kickout

Other Runs: Quick Toss to H side, Blast or Buck with G or Trap block to H side (additional blocker available), H lead blocks as second man in counter trap type play, and occasional 80/81 trap to H back.

Backfield Alignments and Adjustments

ALIGNMENT	FORMATION ADJUSTMENT
I	Formation with Fullback 4 yds behind ball and TB at 7 yds. This is the default set if no alignment is called in the huddle.
SPLIT	T and F behind Guards at 4 yds with T on Quick Side and F on TE Side
DIVIDE	T and F behind Tackles at 4 yds
LEFT/RIGHT	In 2 back set: T aligns to play call direction (behind Tackle), F behind QB. Both at 4 yds. In 1 Back Set:
ACE	T lines up on single receiver side in wingback spot (8 spot). EXAMPLE: 3 ACE
DEUCE	T lines up on 2 receiver side in wingback spot
RAY	T lines up in slot position on right (1/2 way between Tackle/TE and split Receiver)
LEO	T lines up in slot position on left (1/2 way between Tackle/TE and split Receiver)
WEAK/STRONG	Offset I formation with F aligning behind outside leg of Guard (4 yds deep) on Weak/Strong Side
JACK	F lines up on single receiver side in wingback spot
JOKER	F lines up on 2 receiver side in wingback spot

KING	F lines up on single receiver side in slot position
QUEEN	F lines up on 2 receiver side in slot position
NEAR	Places H Back adjacent to TE in wingback spot (3 pt. stance)
AWAY	Places H Back away from TE in wingback spot adjacent to Tackle (3 pt. stance)
GUN	Short for Shotgun. Places the QB at 4 yds. behind the Center. The F & T will be placed per additional tags, formations or play requirements (blocking, ball carrying, etc.)
PISTOL	Places QB in Gun Position (4 yds.) with the T directly behind the QB at 7 yds. from the Center. The F will be placed with a separate tag. EXAMPLE: Pistol 8 Strong (places QB, T, and F)

Comments:

1. The following formations place backs automatically without need for back alignment call:
 - a. Formation 9
 - b. Formation 10
 - c. Double Wing
 - d. Oregon
 - e. Duck
 - f. Heavy
 - g. Boise
 - h. Twins (Y/T to call direction)
 - i. Doubles (Y/F to call direction)
 - j. Spread (9 or 10 spread – F goes to single receiver side in slot)

2. When used in conjunction with formation calls, back alignment calls can help us get angles and matchups
 - a. I.e.: a “6 Leo” call would result in T as the #1 receiver to the left thereby resulting in most defenses covering him with a corner while the Z would be in a wingback spot and more of a vertical threat in the middle of the field versus a LB or Safety

Motion Calls:

Motion will be called using either letters or tag words. Words are intended to act as reminders to QB and motion man as to the type of motion required.

Z Motions

TAG	MOTION DESCRIPTION
ORBIT	Z bubble motion – Z to outside leg of closest linemen then bubbles (or “orbits”) behind the QB to the deepest back spot
REVO	Z starts orbit motion and then reverses and comes back toward original position
ROCKET/NASA	Z motions in front of gun QB – gets ball on “Rocket”, gets fake on “NASA”
ROTTEN	Places two Tackles to the right side of the formation.
SEXY	Y and Z trade alignment – Sexy 3 puts Y outside Z
SHORT	Short motion by Z with snap within 5 steps (if 2 receivers, “SHORT” should be snapped when receivers are in a “stacked” position – if pass play, Z gets second number is passing tree)
SNUG	Z motions to the O linemen closest to his side (Z “snuggles up” to lineman)
SPECIAL	Y covered up by outside receiver allowing opposite receiver to motion. EXAMPLE: “3 Special Exit” places the Z the LOS with the X off the LOS and able to motion
Z	Z motions across formation to slot opposite
ZAP	Z motions past center to outside of linemen opposite (Z across formation)
ZIP	Z motions to the O linemen closest to his side (Z into formation)
ZOOM	Z Motions directly behind QB under center with snap occurring as Z meshes with QB

T & F Motions

TAG	MOTION DESCRIPTION
FIN	F into formation (from King or Queen alignment)
FLY / FRANKIE FLY/Bird	T or F motion in front of gun QB (like Z “Rocket” motion), BIRD is fake fly
MOVE	F shuffle (i.e. “3 Strong Move” means F shuffles from strong to weak)
SHUFFLE	H back shuffle motion (can also be used for X)
<u>TALL</u> / <u>FALL</u>	T or F motion to <u>Left</u>
TAP	T motions past center to outside of linemen opposite (T across formation)
<u>TAR</u> / <u>FAR</u>	T or F motion <u>Right</u>

TIP	T Motions to the O linemen closest to his side (T into formation)
TOOM	T motion directly by QB with snap at mesh point (Like Z "Zoom" motion)

X Motions

TAG	MOTION DESCRIPTION
BOX	X "Snug" motion to lineman closest to him (in box) to seal first level defender
BOXER	X "Snug" motion but two syllables tells him to crack second level defender. EXAMPLE: "3 Special Weak Boxer 49 Loop Toss" = X Snug motion to crack on OLB
EXIT	X motion past Center but inside Tackle opposite (for kick-out position)
SHUFFLE	X motion to inside Guard on his side so he can lead or kick-out. EXAMPLE: "4 Special Shuffle 42 X Blast" is a double blast
X	X across formation to slot opposite
XRAY	X motion directly to QB with snap at mesh point (like Z "Zoom" motion). When QB is under center, mesh point is behind. When QB is in gun, mesh point is in front.

Y Motions

TAG	MOTION DESCRIPTION
FLIP	Shift that "flips" the Y from one side of the formation to the other. EXAMPLE: "3 Flip" will have the Y line up on the Right side of the line then flip to the left upon the QB's call at the LOS.
Y	Motions the Y across the formation and outside of the Tackle box. Only called with "OFF" adjustment which places the Y off the LOS.
YAP	Motions the Y past center to outside of linemen opposite (Y across formation). Only called with "OFF" adjustment which places the Y off the LOS.
YO-YO	Motions the Y past center to outside of linemen opposite then returns back to the side he started on. Only called with "OFF" adjustment which places the Y off the LOS.

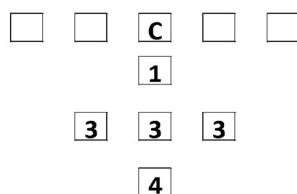
Run Play Calling System

Runs will be called using a number designation for the ball carrier followed by a number for the target hole area. Special blocking schemes can be added by adding “tag” words, letters, or a combination of words and letters at the end of the called numbers

Backfield Alignments

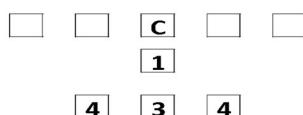
I and Offset Formations

QB is in #1 position, Fullback is the #3 back, and Tailback is #4



Split and Divide Alignments

QB is in #1 position, Fullback is the #3 back, and Tailback is #4



Wingback

The Wingback in any formation is in the #8 position – we call that the “Bishop” position



Hole Numbering

Traditional hole numbering system will be used as follows:

SWEET	Y	T	G	C	G	T	Y	SWEET
9	7	5	3	1 0	2	4	6	8

Base Run Blocking Terminology

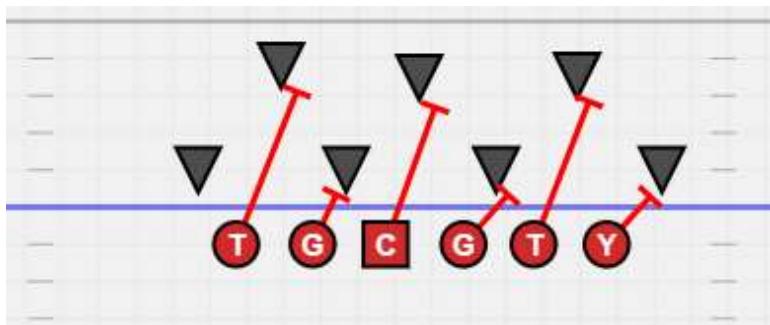
Remember – play call will say which hole the ball will be going to. The following tag words help linemen/TEs/Wingbacks decide how to block it at the point of attack and remind linemen away from playside if there is something special about their responsibility.

All Blocker Calls

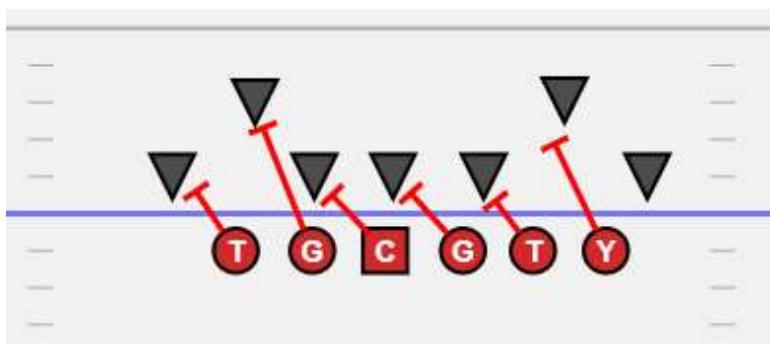
All blockers must know and understand:

“RIP” or “LIZ”

“RIP” tells the blockers to block the 1st man inside them to their right (on or off the line)



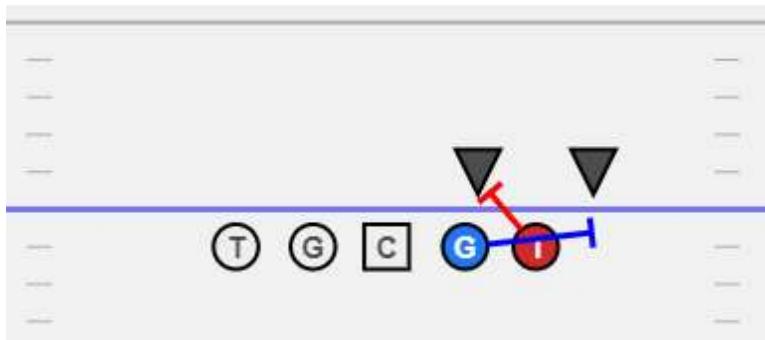
“LIZ” tells the blockers to block the 1st man inside them to their left (on or off the line)



****Exception: Backside Tackle blocks man head-up on him and NEVER leaves two defenders outside him for the back**

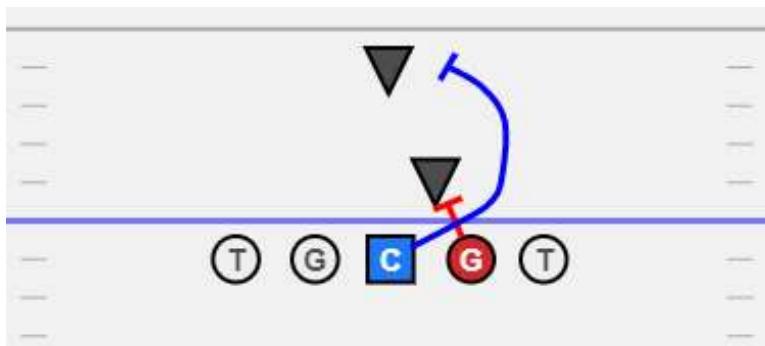
"TAG or G"

A "TAG or G" call made at the LOS by a Guard/Tackle to cross block a shaded/gap defender and linebacker. Great to use on play side to take advantage of angles. Tackle goes first, Guard second.



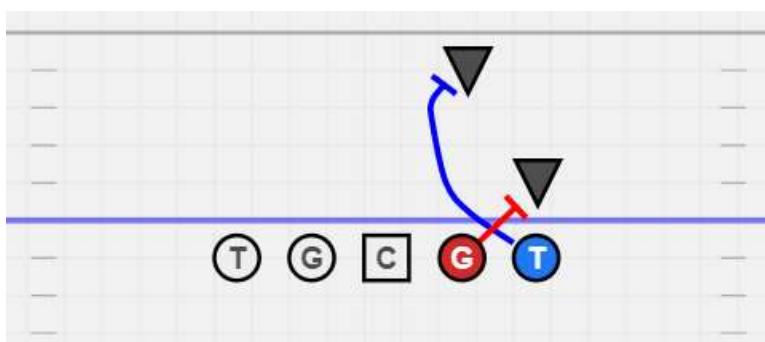
"FALCON"

A "FALCON" call made by two linemen to "fold" block a shaded/gap defender and linebacker. Guard goes first, Center wraps around second.



"GUT"

A "GUT" call made by two linemen for Guard to kick out man over the Tackle, Tackle folds behind Guard to LB. (e.g.: "Oregon 3 Away Rocket Actor 10 TAG")



“CAT”

A “CAT” call is a variation of student body when center sees the same D alignment as described above in PIC. Center (instead of backside guard) and backside Tackle run the Student body pull, both turning inside to help seal backers. **DIAGRAM TO BE ADDED**

“POGO”

A “POGO” call is a variation of student body when center sees the same D alignment as described above in PIC, especially if the DE opposite the play direction is in a 4 or 5 technique. Center and backside guard pull and PSG blocks back on the nose. Center is looping around tackle block while guard is pulling up around guard down block on nose - Looking for PSOLB (center) and PSILB (guard). **DIAGRAM TO BE ADDED**

“TITAN”

First T is for center (this year its Toby) being Trapper, second T is for Tackle pulling and then leading thru looking for PSOLB. This is a nice change for odd front teams or teams playing a 1 tech and 3 tech scheme. Has worked very well vs teams that clearly wanted to play a 1 tech with their boundary DT and a 3 tech by field DT. Against that alignment, we could count on TITAN into boundary being set up nicely as we could down block the 1 tech and allow center to trap the DE, play side Tackle could come down on the PSILB and we pulled backside Tackle thru for either OLB or CB. **DIAGRAM TO BE ADDED**

“BLACK”

“BLACK” tells linemen to pass block to avoid getting called for being downfield on a pass. This tag is added to some screen pass plays as well as fake RPO pass plays to alert linemen of the possibility of the pass going downfield versus behind the LOS like most screens. **DIAGRAM TO BE ADDED**

Double Teams and Slips for Linemen (Combo Calls)

These calls are to help define who slips to scraping Linebacker or “under” Linebacker. Used on Power/Wham/Blast/Smash schemes, this call means two OL are responsible for a DL and a LB and must figure out best technique to get both.

“SILLY”

A “SILLY” call is a combo block on a Defensive Lineman then off to a Linebacker. Initial double-team where the Linebacker’s movement determines which blocker releases from the double-team. Once engaged, both blockers are looking at the Linebacker to identify his path. If LB goes inside, the inside blocker takes him. If LB goes outside, the outside blocker takes him. In both scenarios, the blocker that will remain with the Defensive Lineman will take position of control as the other blocker moves to the LB. **DIAGRAM TO BE ADDED**

“CHIP”

A “CHIP” call is a combo block on a Defensive Lineman then off to a Linebacker. Initial double-team with the inside Offensive Lineman coming off to get the Linebacker and outside linemen staying on and burying the Defensive Lineman. Often used when the two linemen are responsible for BSILB as TE is “sticking” PSILB. **DIAGRAM TO BE ADDED**

All blockers must know where the ball is going so they can determine the appropriate blocking technique to use – Drive Block, Reach Block, or Angle/Down Block.

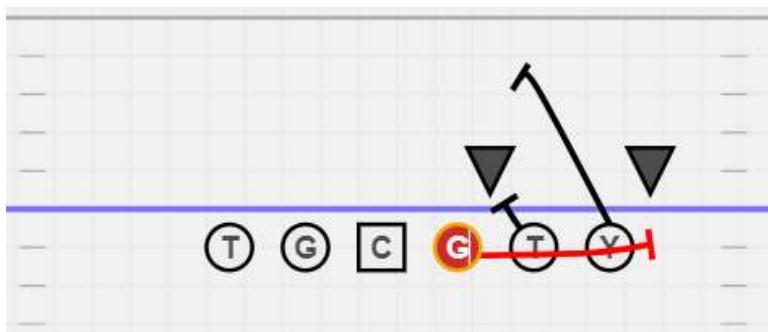
All backside blockers must know and understand where the ball is going. If hard flow away, backside Tackle (and sometimes Guard) should be flowing hard to the second level trying to cut off backside pursuit.

Playside Guard Calls

The playside Guard must listen for and know:

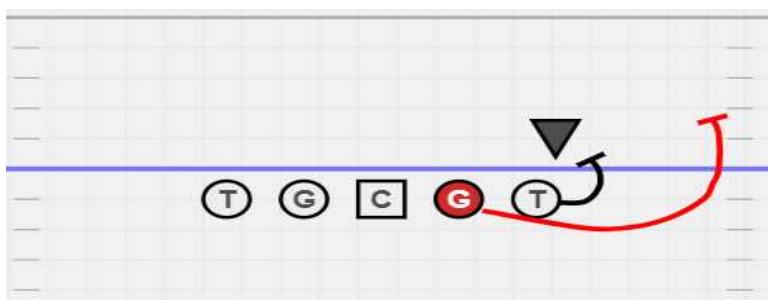
“G”

“G” – means kick out the last man on the line of scrimmage (LMOS) with sharp playside trap block. We want to kick out and run up under the “G” block. At the Varsity level, players should learn how to “Log” this block if necessary.



“LOOP”

“Loop” – means to loop around the hook block on sweeps and lead to inside anticipating a scraping LB, usually the ILB lined up over or closest to the looper (NOTE: if “Crack” is also added, know that the receiver is going to crack the OLB)

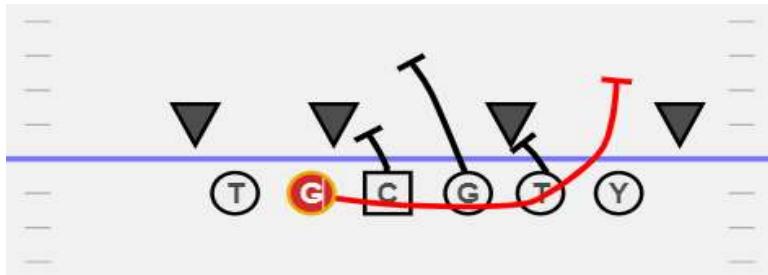


Backside Guard Calls

The backside Guard must listen for and know:

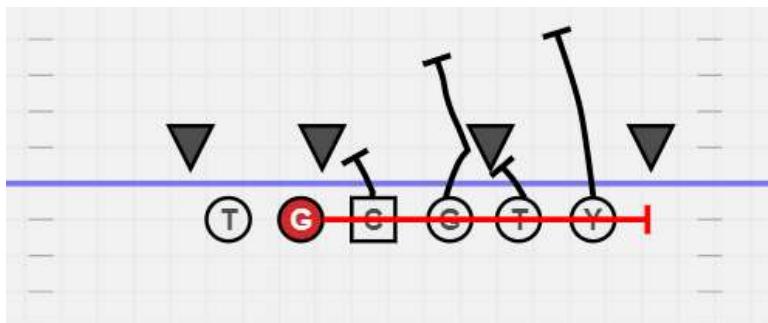
"POWER"

"Power" – means power pull past center and through the running hole number called (usually around a double team) and look for outside LB or run support defender. Think "Power" = Pull and look Outside.



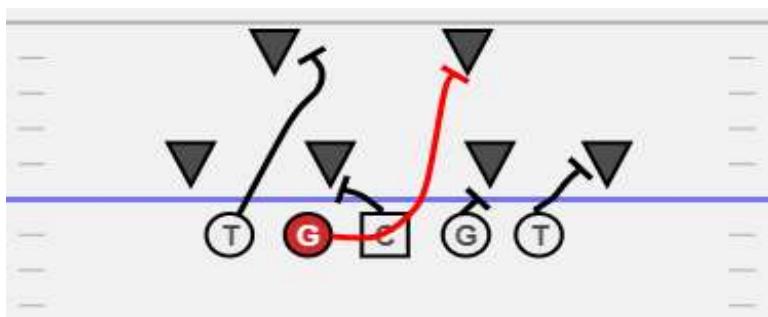
"TRAP"

"Trap" – means trap the defender closest to the hole number called. An outside trap (e.g.: "44 or 45 Trap") tells the Guard that he will be trapping the LMIOS. A 0- or 1-hole number is an inside trap. A "Cardinal" call tells the trapper, the other linemen, and the back that we are moving the DL to be trapped out one player (to take advantage of a better angle or hole).



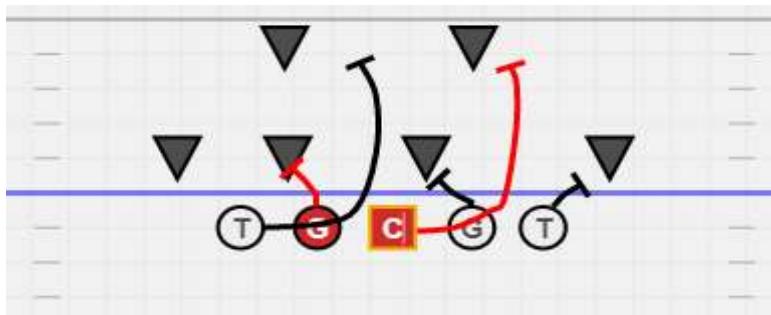
"PI"

"PI" – means power pull but look inside for backer. A "PIER" call means "PI" right. A "PILE" call means "PI" left. Think "PI" = Pull and look Inside.



"PIC"

Pic is a call made switching who is running the "PI" pull. Called when center has a 1 tech DT playside and a 3 tech DT backside. Allows PSG to block down on 1 tech and center pulls around him to PSILB. Backside tackle folds around BSG blocking out on 3 technique defender looking for BSILB

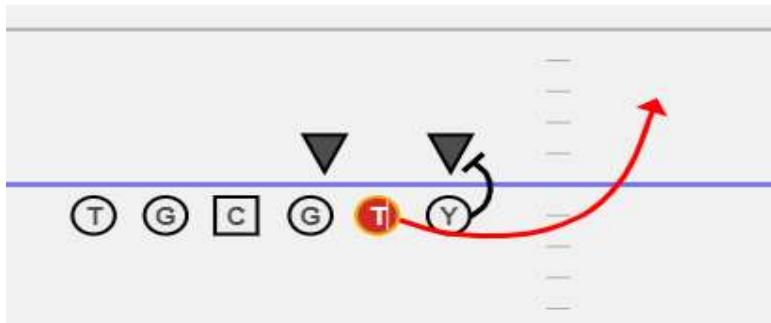


Offensive Tackle Calls

The offensive Tackles must listen for and know:

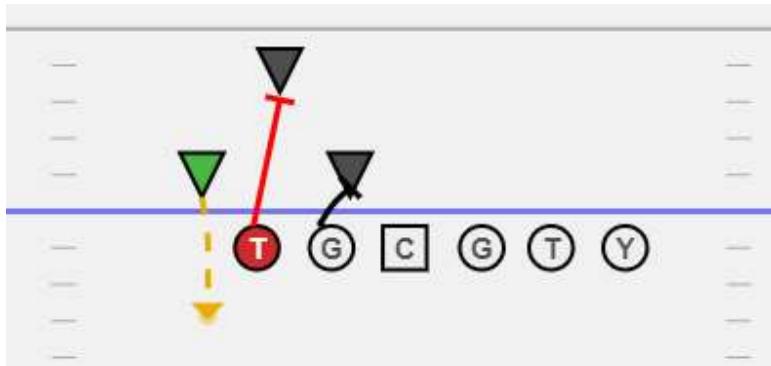
"PIN"

If the play is to their side and they have outside help (TE or WB) to block last defender on LOS, they must loop around looking for the 1st run support defender. Can be used instead of loop by guard.



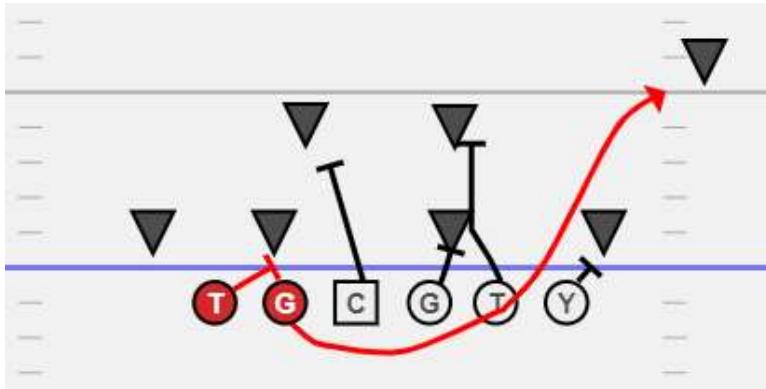
"FOOL"

"Fool" tells the Tackle to leave the DE and assist guard with drive block on DT or block the OLB instead (i.e.: "33 Dive Fool")



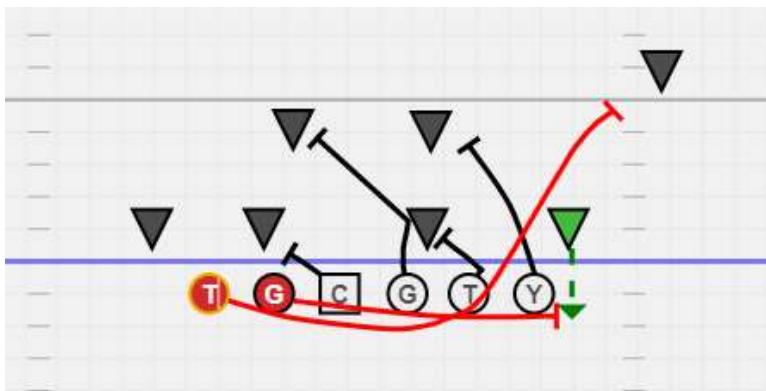
"SWITCH"

A "Switch" call tells the OT to cut the DT inside him (usually because the OG is pulling away). The Center will make this call at the LOS when Center cannot get block backside due to poor angle or the Center anticipates a shooting LB and is going after him.



"COUNTER"

With the "Trap" call, "Counter" tells the Tackle to go and lead through the hole looking for the OLB



"KOR/KOL"

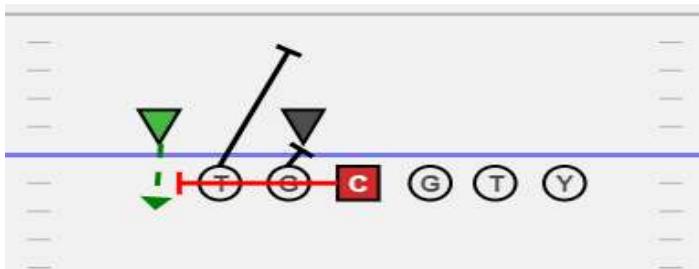
A "KOR" or "KOL" call tells the Tackle that the F is kicking out the LMOS, so the Tackle should block down. KOR = Kick Out Left, KOL = Kick Out Left. **DIAGRAM TO BE ADDED**

Centers Calls

The Center must listen for and know:

"TITAN"

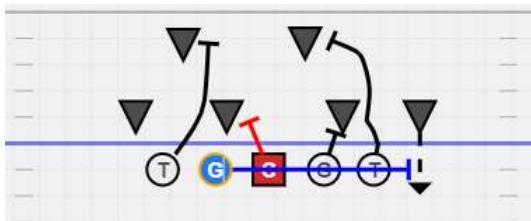
Tells the Center that he is the trapper kicking out the LMLOS – like a center “G” block – and second T is for backside tackle leading thru to OLB. Nice vs odd fronts if quick center.



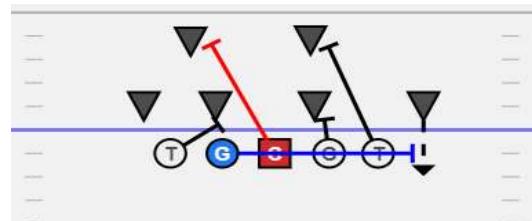
"TRAP"

Trap calls tell the Center that he must determine if he must back block for the trapper or whether the Tackle can make the block. If the Center cannot back block for the trapper, he must make a “Switch” call that tells the OT to cut the DT inside him. The Center will make the “Switch” call at the LOS when Center cannot get block backside due to poor angle or the Center anticipates a shooting LB and is going after him.

Normal

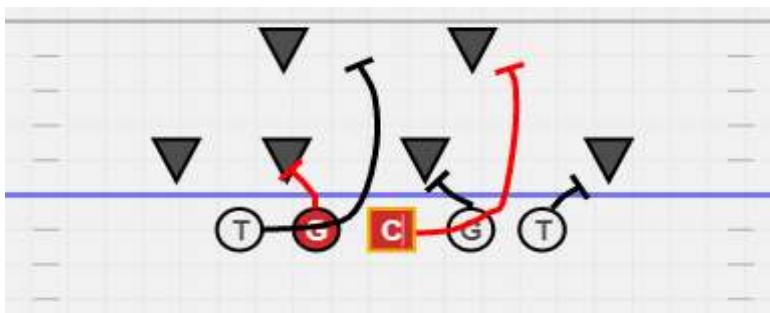


Switch



"PIC"

Pic is a call made switching who is running the “PI” pull. Called when center has a 1 tech DT play-side and a 3 tech DT backside. This is also an easy adjustment when have a 0 technique nose or a 1 tech play-side. Allows PSG to block down on 1 tech and center pulls around him to PSILB. Backside tackle folds around BSG blocking out on 3 technique defender looking for BSILB. Note: On backside, if there is a 1 tech DT, likely a 3 tech DT backside so backside guard can block out and backside tackle can fold around him for BSILB (TAG = tackle and guard fold).

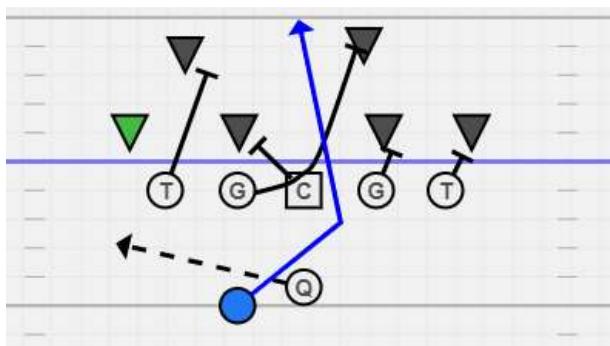


Base Run Blocking Schemes

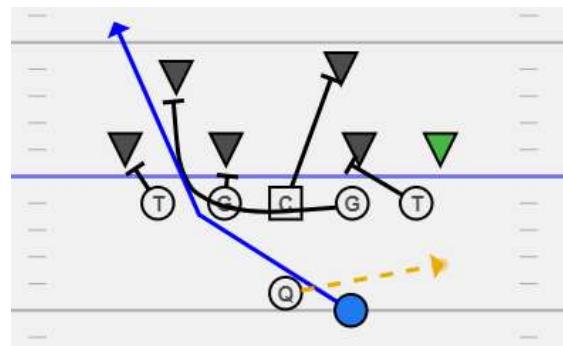
"PI" Scheme (PI = puller looking inside)

With 6 or fewer defenders in the box, this is an easy blocking scheme. The playside Guard and Tackle block "Out/Out". The backside Guard (BSG) pulls to the playside through the uncovered gap and is responsible for the playside ILB. The backside Tackle (BST) leaves the DE and attacks the backside ILB. The QB "option" reads the backside DE (essentially "blocking" him with the fake). The PI scheme works well vs. even fronts. NOTE: If we want this to be an RPO, we may call "LOCK" for the BST and QB will read backside ILB as opposed to the DE. If that backer attacks the PI, QB will hit the replacing receiver. If backer "sits", QB hand the ball off.

PI Right (Pier)

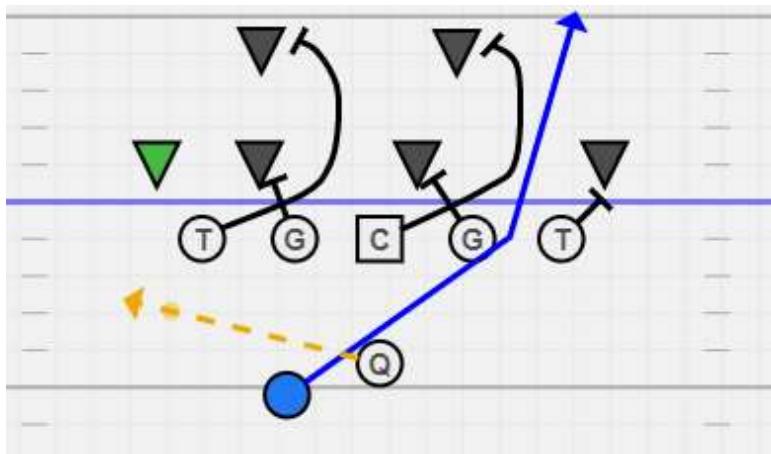


PI Left (Pile) – Note the possible "Switch" call



Variations

"PIC" is a PI but Center, not backside guard, folds around to get playside ILB. Easy adjustment when have a 0 tech nose or a 1 tech playside. Note: On backside, if there is a 1 tech DT, likely a 3 tech DT backside so backside guard can block out and backside tackle can fold around him for BSILB (TAG = tackle and guard fold). [THE CENTER] makes this call for us at the LOS but there is a tag to a PIER or PILE call in the huddle i.e. Pier Pic.



"PI Tommy" means to leave and option read the backside DT instead of the DE. Center steps toward DT but releases on PSILB. Backside Tackle blocks out as does playside tackle. Note that a "PIC" call also can be added to switch who the pullers are (Center/Backside tackle pull can be used vs a 1 tech playside DT).

Note: By the formation we are typically trying to limit the defense to 6 defenders in the box. If the QB counts 7, we should run a quick receiver screen (color screen) as the defense is likely in cover 0 (i.e. The receivers are running "away" (or "Green" route) from a "Doubles" formation). Alternatively, we can use our RPO (run pass option plays – colored screens or "stick" route or called combo route). Finally, the QB can motion a receiver in to account for the 7th defender in the box. "Check Opposite" is also used here depending on the defense front alignment as we would like the Center to have a 1 Technique to block, if possible.

These plays are a nice compliment to the straight Counter Trap and QB Counter Trap plays in the Single Back formation.

Doubles Right PI Right Check Opposite

Gun 9 Wide Open PI right Check Green

DIAGRAMS TO BE ADDED

Doubles Left PI left "22" or "99" – BLACK reminds linemen not to go down field

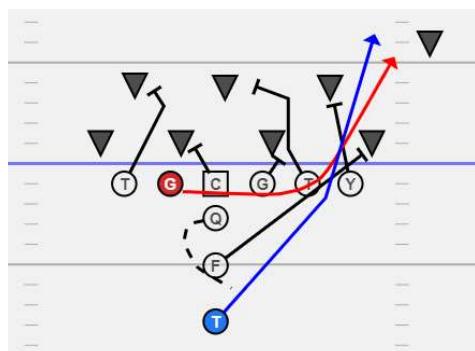
Power Scheme (has puller looking outside)

The base power play has:

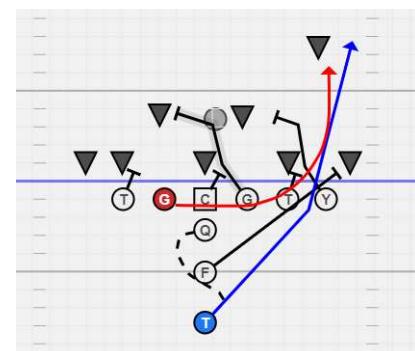
1. Fullback/Lead blocker kicking out the DE or LMLOS
2. Linemen double team playside on any defender in the B or C gap. Double team blockers look to drive and then slip to inside backer
3. Power Pull by the backside Guard thru hole called (usually around a double team) looking for backer. If run to the TE side, can vary which LB to block by having the TE "Stick" ILB leaving the OLB for the Power Pulling Guard.

EXAMPLE: 3I 44 PWR

vs. Even



vs. Odd or Tough



Note: Versus playside Eagle or Double Eagle defense or 6-2, the Power can be run with a Rip/Liz call to get down blocks.

"Outlaw" Scheme (Puts a FB on a DT)

The Outlaw scheme is a more advanced power type of play where the FB is responsible for the 1st man head-up to the outside of the playside Tackle. The playside Tackle doubles down on the next inside DL or, if the next DL is inside of the OG, he goes to the ILB (first man on or off the line). The PWR Guard pulls around the playside OT looking for the middle LB. If the play is run to the TE side, the TE goes to the OLB (on or off the line). The Wham is a good play to run against teams that "Tough" the TE. The play is run inside the FB block. In Student Body, we call "Outlaw" to tell the TE to block out.

EXAMPLE: 3I Student body outlaw or PIER OUTLAW

vs. Even

vs. Odd or Tough

vs. Double Eagle

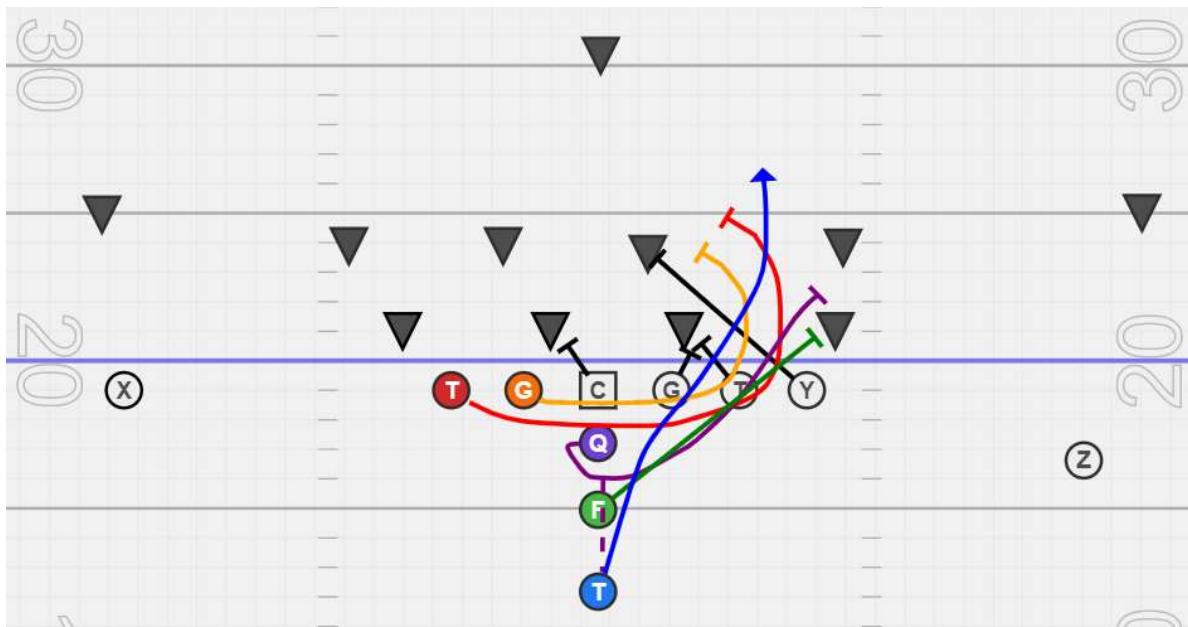
DIAGRAMS TO BE ADDED

Note: Notice the "Liz" block of the linemen vs. Double Eagle or 6-man front

Student Body Scheme (Hard down block with pullers looking inside)

Base Run – SB Right/Left

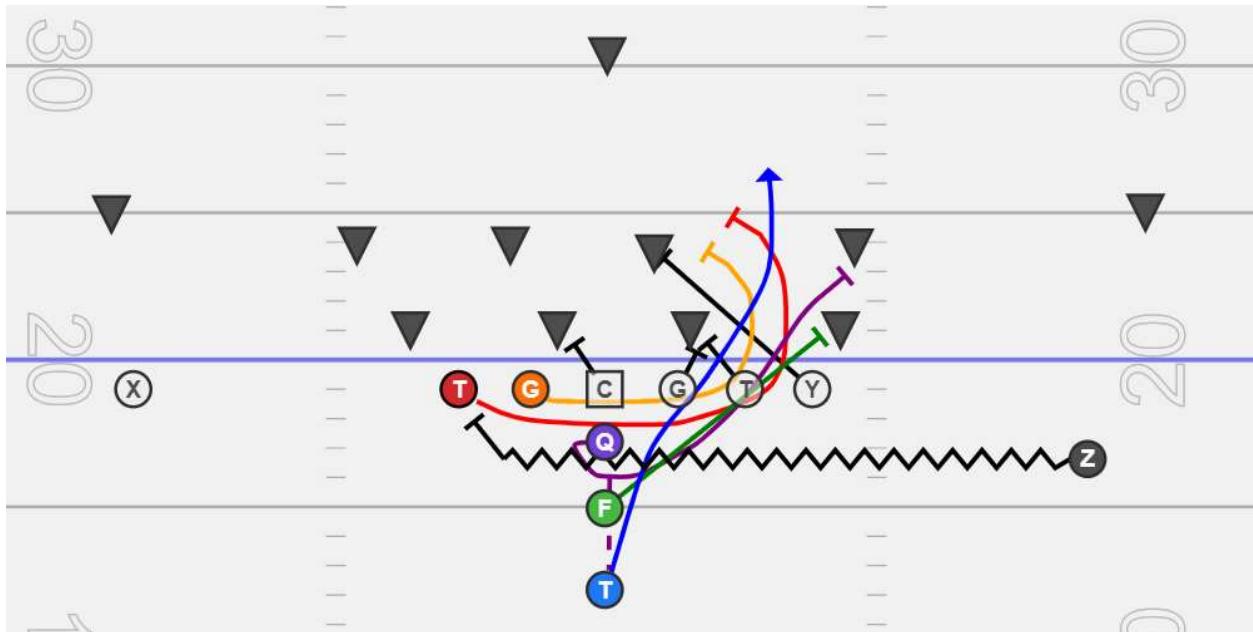
We will use either a FB or motion player (Y) to kick-out the last defender on the LOS. All blockers have tight splits and playside block is down/down with the idea of trapping defenders inside. The BST and BSG pull thru the hole with their heads looking inside to seal. The QB performs a quick toss to the TB who is running downhill aiming at the Guard's outside leg (no false steps). The QB leads thru the hole looking for the outside run support defender. Alternatively, we can choose to not send the QB thru and let the BST look outside. NOTE: This series works well with the countertrap and countertrap pass plays as defenders flow/scrape hard to POA leaving them vulnerable to misdirection.



Variations: Can use motion to seal the backside (e.g. 3I Zap SB Right), extra TE to seal (e.g. 3 Closed SB Left) or make a "Stay" call allowing the BST to stay and seal down for a run thru blitzer.

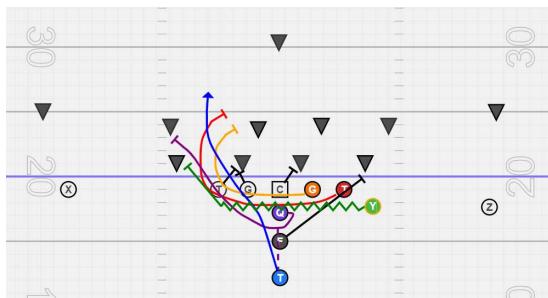
"CAT" is variation of student body when Center sees the same D alignment as described above in PIC. Center (instead of backside guard) and backside Tackle run the Student body pull, both turning inside to help seal backers.

3I Zap SB Right

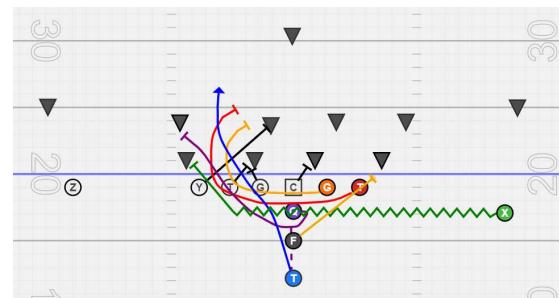


Variation: Can use a Receiver or TE to kick-out

3 Off Yip SB Left Y KO (F away from KO)



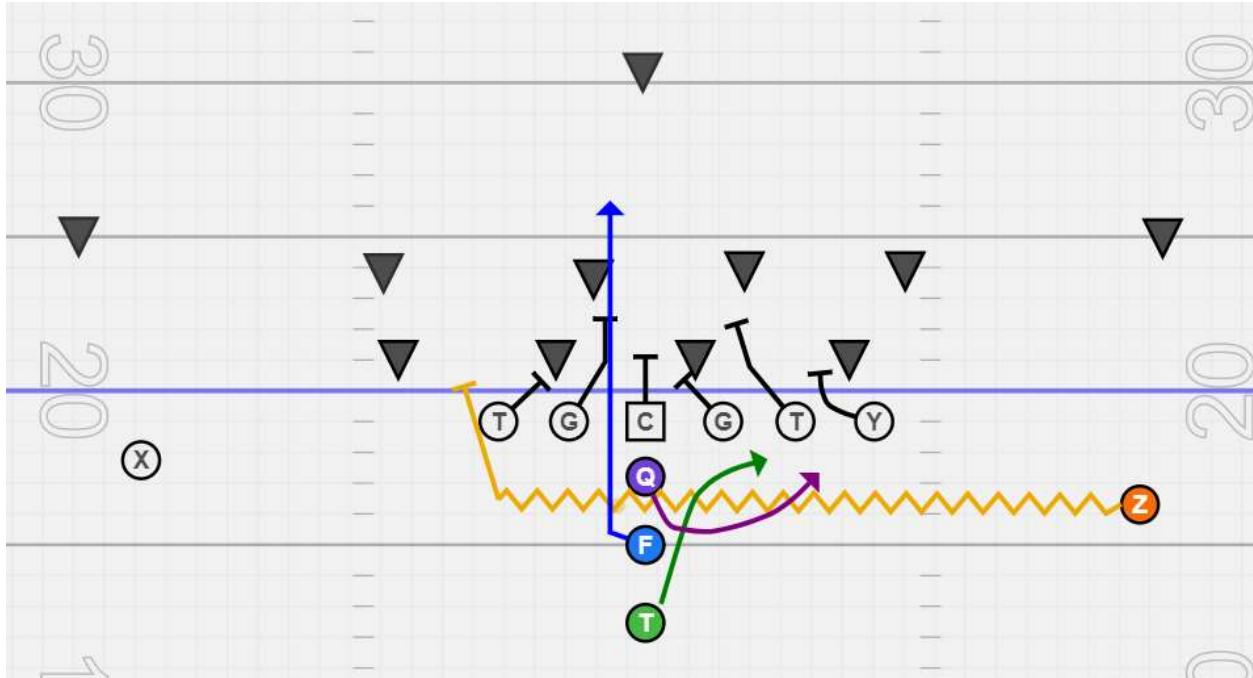
4 Special Exit SB Left X KO (F away from KO)



30/31 Wedge – Fake SB

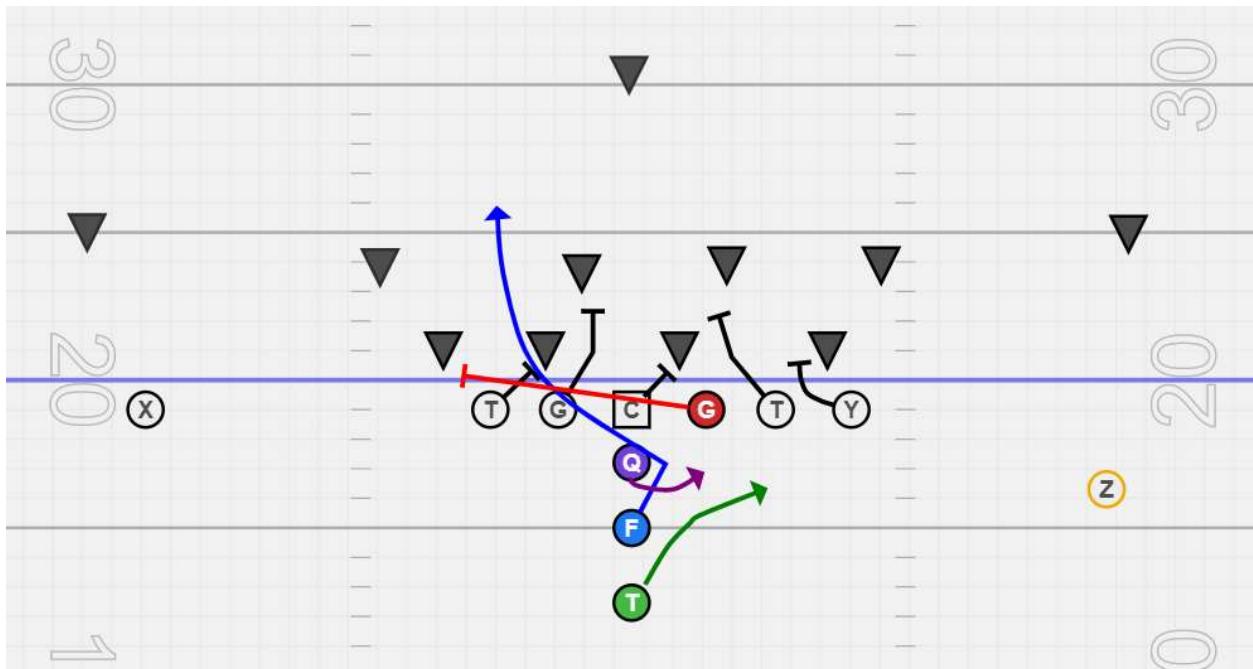
This play should look like SB but the QB hands off to the FB on wedge and then continues to fake the toss to the downhill TB. This is an excellent play in short yardage scenarios and vs. teams whose Backer/DL are trying to slant to strength.

3 Zap 31 Wedge Show SB



Fake SB 30/31 Trap

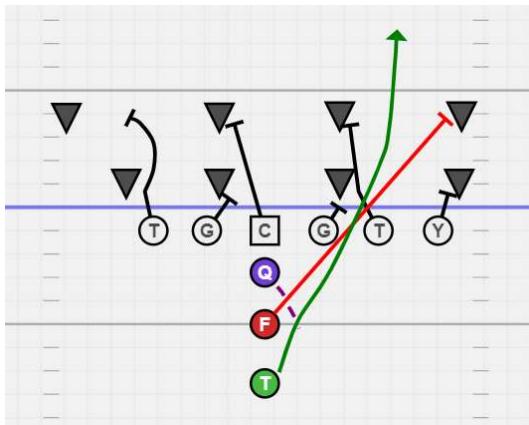
The QB reverse pivots with toss action but we run a backside trap away from the fake side. Instead of coming around the Center (as on SB), the offensive linemen take a hard step down and run the trap blocking scheme.



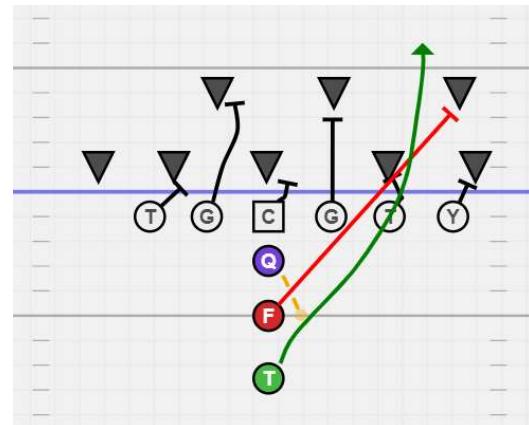
Blast (ISO) Scheme – (Downhill Lead Back Scheme)

“Blast” tells the lead back he is responsible for the Backer closest to the play hole (Blast = Back to Backer) and tells the playside linemen they are responsible for D-Linemen. This play can be run with a “G” block playside to get an additional blocker to another LB (e.g. 3I 44 Blast G would allow the TE to also go to a LB because the playside Guard would kick-out the DE).

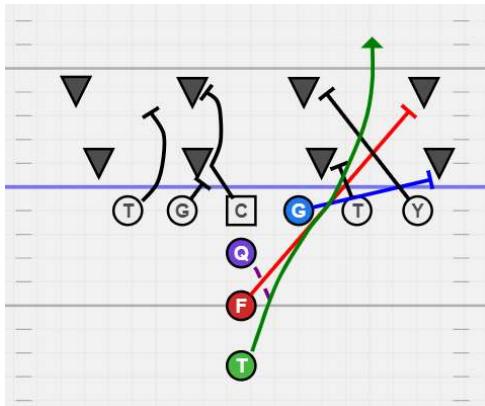
3I 44 Blast (vs. Even)



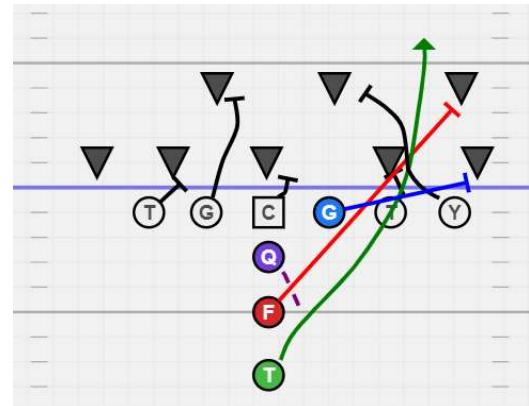
3I 44 Blast (vs. Odd)



3I 44 Blast G (vs. Even)



3I 44 Blast G (vs. Odd)



Dive ("Smash") Scheme – (quick hitting back play – no lead blocker)

This is a dive type of action with no lead blocker, typically it is a quick handoff to the FB (e.g. 3 Ace 31 Smash). Linemen are responsible for both D Linemen and closest LB to play hole. Often called with a formation that “walks out” the playside linebacker (e.g. to the slot receiver or a back in motion). A “Fool” call is a type of Smash = it tells the OT to leave the LMOS and go to the OLB as we are going to try to fool the LMOS and get him to stay outside. For example, 3 Left 33 “Fool” would have the TB faking a sweep to pull the DE out and the playside QT going to the OLB with the FB the dive and running tight to the QT. NOTE: Can also “G” block the playside.

3 Ace 33 Dive (vs. Even)

3 Ace 33 Dive (vs. Odd)

DIAGRAMS TO BE ADDED

3 Ace 33 Dive G (vs. Even)

3 Left 33 Fool (vs. Even)

DIAGRAMS TO BE ADDED

“Oregon” Formation Plays (base plays but can add sweep series variation)

This formation is a Gun formation with two back and the possibility of a third into or through the backfield based on a motion call. All the above plays can be run from this backfield formation. Typical plays will include the QB as a possible running threat and play action off of running action. The Fullback will line up behind the Tackle on the two-receiver side. The Tailback will line up away from the FB at 5 yards back from the LOS (one yard behind the QB, opposite side of the FB) splitting the Guard and Tackle. The QB will line up at the normal shotgun position (4 yards behind the Center).

Oregon 8 Open Nasa Panther

Oregon 3 Away Rocket Show Panther

DIAGRAMS TO BE ADDED

Oregon 8 Open Replace Z 5 Counter Trap (regular or “Cork”)

DIAGRAM TO BE ADDED

Oregon 7 Open Orbit Z 5 Trap F Lead **DIAGRAM TO BE ADDED**

Other possible plays:

- Oregon 8 Open Replace Axle PR
- Oregon 8 Open Rocket Sweep Left (T Lead)
- Oregon 8 Open Replace Axle 14 Counter Trap (Cork) / Cork 18 Option
- Oregon 8 Open Orbit 44 Power / 44 Blast / 44 Counter Trap / PI Right
- Oregon 8 Open Orbit Actor 19 Option
- Oregon 8 Open Replace Axle Sponge Right Cork

Additional Goal Line or Ball Control plays from Husky or Heavy Sets (Extra Back)

Husky is a call that gives us three backs in the backfield - T, F, & H. Typically, we will pull the Z and leave the Y. The H Back can be put in either a “near” or “away” position in the backfield but will line up at 3 yards between the Guard and Tackle. With certain personnel, we can go “Double Y” and have a double Tight End, 3 back look – we call that “HUSKY”. Note that most of our I and split back power plays can be run with this formation using the H as an additional lead blocker which allows us to go either way on some plays without the defense having a FB key.

Husky 3 Split

Heavy 3 near

DIAGRAMS TO BE ADDED

Examples of possible plays:

- Husky 3 Split SB Right/Left F or H Kick Out (either “go” or “stay” with lead call for other back)
- Husky 3 Split Fake SB Right/ Left Naked Pass Right/ Left Go
- Husky 3 Split Blast Check Opposite
- Husky 3 Near Swat Right 30 Trap
- Husky 3 Near Swat 30 Wedge Fake SB
- Husky 3 Split Ray Toom Sweep Right
- Husky 3 Near Left 44 Counter Trap / Fake Counter Trap PR/PL
- Husky 3 Near Left Fake Double Dive Right QB Blast T Lead
- Husky 3 Near Left Fake Double Dive Right Pass Right Razor
- Husky 3 Near Left Double Dive Right Kick Out
- Heavy 3 near shuffle 45 power H kick out
- Heavy 3 near X over 44 power

Tempo Changes – Offense

Run Audibles

INTERIOR RUNS		TO THE LEFT	TO THE RIGHT	TAG
BLAST		CHICAGO	BEAR	GRIZZLY (G)
POWER		CAROLINA	PANTHER	"Y" = Y KO
STUDENT BODY		SNAKE LIMBO	SNAKE RAMBO	OUTLAW
DIVE		ANGEL	DODGER	ALPHA/ BRAVO/ CHARLIE

PERIMETER RUNS		TO THE LEFT	TO THE RIGHT	TAG
LOOP TOSS		DETROIT	TIGER	DC
QUICK TOSS		DETROIT QT	TIGER QT	
QB SWEEP	ANY SINGLE DIGIT ADDED TO A SWEEP CALL MEANS THE QB IS KEEPING IT			
STRETCH		ELASTIC	RUBBER	
OPTION		OKIE	SOONER	
ROCKET SWEEP		SILVER LIMBO	SILVER RAMBO	

MISDIRECTION RUNS		TO THE LEFT	TO THE RIGHT	TAG
OUTSIDE TRAP (AUTO F/Y LEAD)		MOUSE	RAT	STOP = NO LEAD
F KICK OUT (OUTSIDE)	KOAL <u>L</u> = KO LEFT = LIMBO	KOR <u>R</u> = KO RIGHT = RAMBO		
COUNTER TRAP	DALL <u>S</u> (TWO L'S = LEFT)	COWBOY		
PI	PILE	PIER		
SHOVEL	DIG MOUSE, DIG DALLAS	DIG RAT, DIG COWBOY		

MISDIRECTION RUNS		TO WEAK SIDE	TO STRONG SIDE	TAG
INSIDE TRAP		MINI	MICKEY or EAGLE MICKEY = 80 TRAP	
F TRAP (INSIDE)		FALCON MINI	FALCON	# = QB IS BALL CARRIER

The Passing Game

It is critical for all receivers to learn different base defenses and anticipate where holes develop in each coverage. Patterns must be adjusted accordingly:

1. Receivers must always identify Safety alignment then corner leverage and cushion to identify the base defensive coverage pre-snap. Receivers must then identify likely defenders in the area of their pattern and adjust on the fly. Generally, if zone coverage is identified, on short and immediate patterns the receivers should “throttle down” in windows for the QB as long as:

- a. Not the clearing pattern for another receiver
- b. Not interfering with the adjacent receiver's pattern

i.Example: On a 29 combo, the receiver running the 2 (Slant) cannot run into the Safety so he should look for the ball in the window, slowing down for the QB if necessary

ii.If the defense is in Man coverage, the receiver wants to stem man, turn defender's hips, then separate – seek release/leverage to direction of break

2. Receivers must be aware of a Linebacker blitz for which they are the “Hot” receiver. Hot principles will change depending on the defense. Here are some examples:

- a. X is the Hot receiver on most quick (weak Backer) blitzes unless there is a receiver lined up inside him.
- b. Hot receiver must break his pattern unless he is running a 9 (Fade) versus press coverage or we have 2 Back/ Max protection.
- c. Y is the Hot receiver Mike or Sam blitzes if man coverage is identified (a “YAC” call alerts Y to hot status) – replace blitzer looking for ball
- d. Z is the Hot receiver on SS or CB blitz from his side

3. Receivers must know how and when to adjust patterns based field on:

- a. Down and distance

i.Must know where the 1st down marker is

- b. Understanding the adjustment(s) required in the Red Zone

i.Must anticipate Cover 0 or Cover 1 in the Red Zone

4. Receivers must be ball carriers. Yards after catch (YAC) is critical and required for big play advantages.

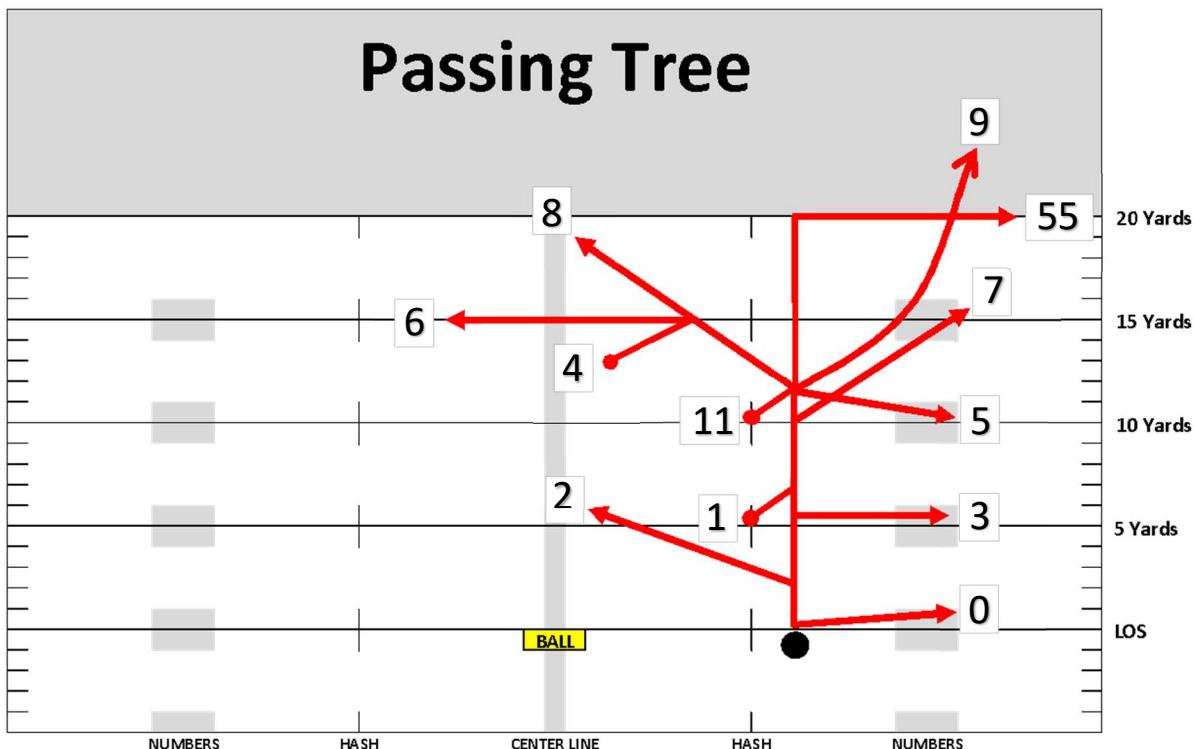
5. Receivers must learn to be physical. The ability to release against pressure is essential and downfield blocking is a “must”.

Numbered Passing Tree for Receivers

Numbered Routes

0.	Arrow	4.	Curl	8.	Post
1.	Hitch / Stop	5.	Comeback	9.	Fade
2.	Slant	6.	Dig	11.	Deep Hitch
3.	Out	7.	Corner	55.	20 Yard Out

Numbered Passing Tree Diagram:



NOTES:

1. In breaking routes have “even” numbers, out breaking have “odd” numbers. The bigger the number, the deeper the route.
2. Receivers may have to “stem” to get into their route and should adjust route based upon:
 - a. Coverage
 - b. Down and Distance – for example, on 3rd and 7, think of running short route at 1st down distance, at goal line, adjust route as necessary
 - c. Adjoining route(s) – for example, if a 53 combo, 5 must lengthen route to 15 to stretch flat defender

Tagged Routes (Additional single route tags):

- | | | |
|----------------------|--|---|
| • Cross | • Bender | drag break to opposite side |
| • Drag | • Seam | |
| • Delay | • Spacer | • Choice – Leverage release with break to flat or angle based on LB |
| • Hide | • Sluggo | |
| • Go | • Up | |
| • Sit | • 11 (Deep Hitch) | • Swing – Riley to Right, Lola to Left |
| • Snag/Spin | • Sticks-out at 1 st D marker | |
| • 39 (Out and Up) | • Eagle – fly by back out of backfield | • Crease - start swing but then cut up field between LBs and flat |
| • Arrow | • Hitter – 7-yard hitch on time throw | defender (swing is wider) |
| • Swing | • Dart – Immediate release to the flat | |
| • Wheel | • Sneak – Release through LOS then | DIAGRAMS TO BE ADDED |
| • Wheel-Comeback | | |
| • Banana | | |
| • Hunt | | |
| • “CP” - Corner-Post | | |
| • Angle | | |
| • Out | | |

All backs and receivers are expected to memorize the passing tree with recognition that distance, pace, and route may alter depending on the defensive coverage identified and adjacent route (if any).

Identifying Routes in the Play Call

Routes for receivers and backs can be called in various ways. The samples below speak to some of the specific methods but note that some plays may include a combination method.

- Using the Passing Tree numbers
 - Numbers are used to identify patterns with the two-receiver side at the snap called first.
 - The first number calls the pattern for the receiver furthest from the ball (the #1 receiver) followed by the number for the pattern for the second receiver (the #2 receiver) and finally the number for the receiver on the single receiver side.
 - **Note:** if there is motion called, the two-receiver side is the side that has two receivers at the time the ball is snapped. Example: 4 Split Flex 178 Pass
- Using Tags for specific patterns added to a play
 - In the play call, Tags will identify the position (by letter) with the related tag called immediately after. Example: 3 Strong Act Right Double Out **F Arrow**
- Using Route Combinations names that identify the pattern for multiple receivers
 - Scissors, Spacer, Delta, Dragon, Flood, etc.

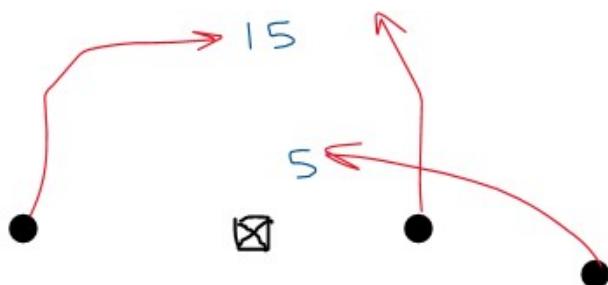
Variations (Combo Routes)

A. One major variation on many combination routes is to make a call that tells receivers to "Switch" or "Trade" their patterns.

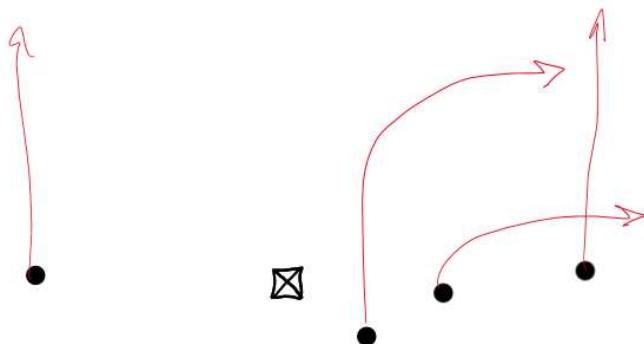
1. SWITCH tells the #1 and #2 receivers to swap their routes
2. TRADE tells the #2 and #3 receivers to swap their routes
3. TEXAS tells the #2 and #3 receivers they will run any combo route called, #1 will be tagged

EXAMPLES:

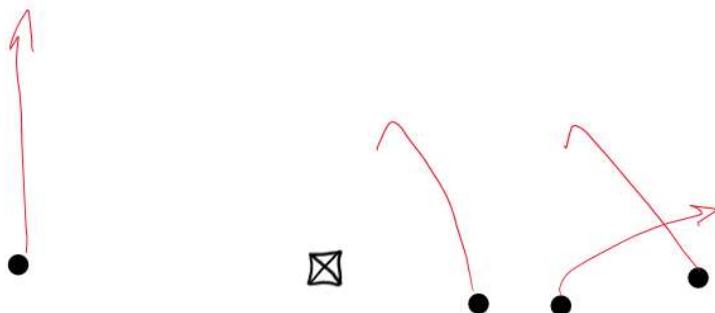
Ladder Switch (#1 runs Drag route, #2 runs Post route)



Flood Trade (#2 runs Quick Out, #3 runs Big Banana)



Spacer Trade (#2 runs Arrow, #3 runs Spacer)

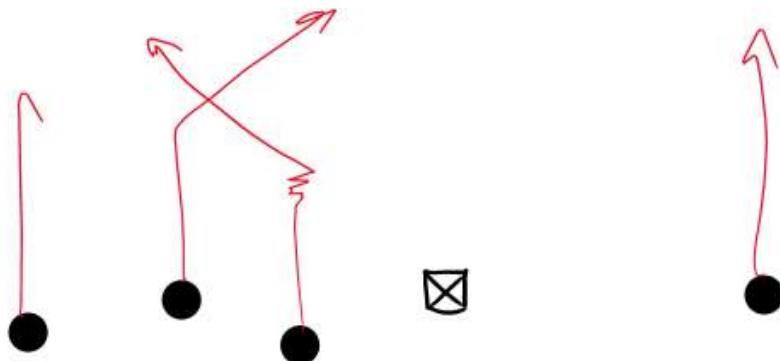


Pass Right/Left Double **Switch** (#1 playside runs Banana, #2 runs Corner, #1 backside runs Cross, #2 backside runs Post).

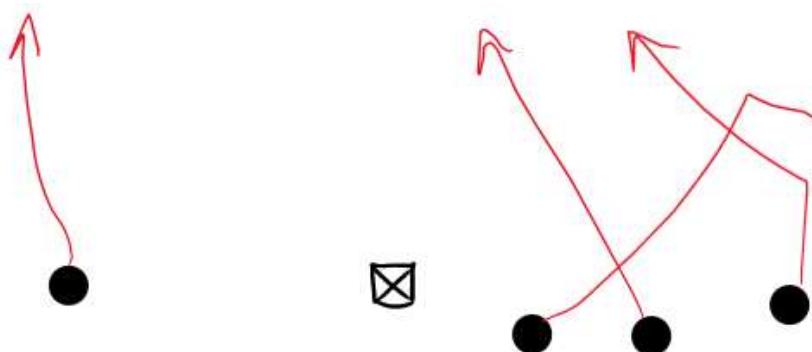
B. Another variation is to add a “**Texas**” call. This call changes the receivers who will run a combo. It tells receivers that the #2 and #3 receivers will run the combo called --- for example, the wheel, the scissors, the sharp ---- and then the outside #1 receiver will get a tag:

Examples:

90 Wide Texas Scissors X 11



10 Wide Open Texas Wheel Comeback X post



Combination Route Pass Play Calls (also used for No Huddle)

In addition to using passing tree #s, some routes are “packaged” using a brief one- or two-word description. Players need to know if they are part of that combo and if they are playside or backside in the combo. By formation, a player may be aligned in different spots so should know the route run by a receiver in that spot (this includes running backs!). Receivers away from a combo run a designated route or are “tagged” for their route.

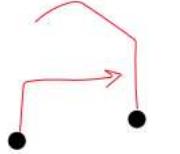
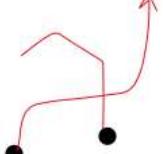
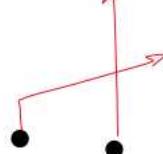
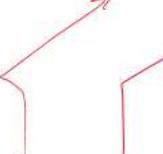
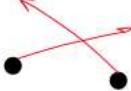
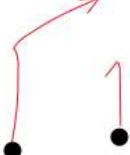
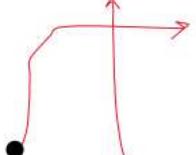
CODE	PLAY
CHINA	China – bunch route - #1 runs in at 10, #2 runs arrow, #3 runs seam
COFFEE	Curl/Flat Combo to single receiver side using back (out of backfield). Receiver runs a Curl Route and Back runs an Arrow to the Flat
COUGAR	Crack/Swing Combo to the single receiver side. Receiver crack-blocks the defender guarding the Back out of the backfield. Great vs. man coverage.
CRACK IN	Starts like wheel then wheel receiver breaks in to trail skinny post. Usually a 3 rd receiver is tagged to force CB to choose who to cover
DAKOTA	Double Out – 3 receiver combo - #1 comeback at 20 yards, #2 runs a snag out at 10 yards, #3 runs an arrow
DELTA	Delta - 3 receiver combo - #1 drag, #2 curl, #3 arrow (but can tag any of these)
DEPOT	Double Post (usually with a third receiver tagged). #1 runs a CP to create space, #2 runs a post to pin or split safeties
DRAGON	Drag and deep in route by two receiver side, backside #1 and #2 run a corner and post respectively (clearing routes)
EAGLE	The back runs a fly route on the #s to single receiver side. That receiver runs a skinny post or, if man coverage, a slant
FLORIDA	Flood – 3 receiver combo - #1 fade, #2 banana out at 15, #3 arrow
GEORGIA	ALL Go – can tag one route to be “option” route
HUNT	Hunt – 3 receiver combo - #1 runs curl, #2 runs curl, #3 runs spot up drag (often we call “trade” on this!!)
LOUISIANA	Ladder – Z runs post, Y runs drag, X runs dig (often we call “switch” on this!!)
MAINE	Mesh – Y runs deep drag at 8, X runs drag under him at 6 – both spot up once cross if zone, Z runs corner, back runs arrow (Often, we tag this)
MAINE RETURN	Mesh Return – same as Mesh but Y and X snag back out flat once they start mesh (working leverage on inside backers)
PR/PL	Pass Right or Left – up to 4 receiver route – Playside #1 post corner, #2 big banana, Backside #1 post, Backside #2 runs cross
SCISSORS	Scissors - #1 runs stutter post, #2 runs corner, backside #1 runs corner, backside #2 runs drag

SPACER	Spacer - #1 runs slant/curl past 1 st defender inside him facing QB at 8 yards, #2 does same thing past next defender, #3 arrow
Sponge	Sponge – two receivers/ one back route - #1 runs in at 10, #2 runs clearing seam, near back swings to this side
WASHINGTON	Wheel - #1 runs skinny post, #2 runs wheel route (Note: there are many tags for this route)
WASHINGTON C	Wheel Curl - #1 starts skinny post and curls up at 12-14 yds., #2 runs wheel

NOTE: The QB can add Tag Numbers to each of these calls to give the backside receiver(s) not included in the combo calls a pattern to run. For example: WASHINGTON C 8 gives the (2) receivers on the playside a Wheel/Curl Combination while telling the backside receiver to run a Post pattern (8). Quarterback audibles in regular offense (not “no huddle”) can also be done with these Codes.

Common Passing Tree Combinations

Passing tree numbers are meant to allow for complimentary patterns. Common complements are:

43		4 (39)	
578		93	
29		88	
20		17	
69		SLUGGO-7	

Play Action off of Student Body Series

Fake SB Pass Right/Left – Excellent play call after some success in running SB as the defense typically aggressively reads run leaving them vulnerable to the pass. All action is the same as SB except the FB (or kick-out blocker) dips inside his block and heads into the flat as the BST may “stay” to seal a backside rusher. If the play is called to the TE side, that person runs a Corner route. We can also run opposite Pass Right/ Pass Left.

Example: 3I Zap Fake SB Pass Left – The Z would run flat and the F would be the backside seal block

DIAGRAM TO BE ADDED

Fake SB “Go” Naked Pass Right/Left – This play takes advantage pf the backside DE and away OLB trying to get into the play. The QB fakes SB and all action to that side is the same as SB (we can remind blockers to pull around center with the “Go” call). The Center fakes back block but then comes around as a personal protector for the QB. The QB fakes the toss, keeps the ball and rolls away from the SB action hard. The #2 receiver “hides” before releasing into the flat (down & distance release).

Example: 3I Zap Fake SB Right GO Pass Left

DIAGRAM TO BE ADDED

Receiver Screens

Colors will be used to call screens. Much like a Stop Light, the colors should help identify which receiver is targeted and which type of screen is being run.

- **RED** – “Hitch” screen to the outside receiver (#1) furthest from the ball. The receiver will take one hard step down field and return behind the line of scrimmage to receive the pass. For example, 4I Z Red Right is a quick screen to the X receiver. The #2 receiver on the screen side is to block the “Most Dangerous Man” (MDM) which will typically be the CB. OS Tackle and Guard will release on Linebackers.
- **YELLOW** – “Hitch” screen to the #2 receiver. The receiver will take one hard step down field and return behind the line of scrimmage to receive the pass. The #1 receiver now becomes a blocker and blocks the “Most Dangerous Man” (MDM) which will usually be the OLB. The screen receiver should catch and run away from pursuit.
- **GREEN** – “Bubble” or “Loop” screen to the inside receiver (#3 in trips or #2 if only two receivers on the play side). The “Bubble” screen pattern is two steps looping away from the QB and turning back on the third step expecting the ball. Any outside receivers are to block down on defenders to allow the receiver an outside path.
- **MAROON** – “Middle” screen by tagged receiver. Receiver takes step(s) down field and then peels back two yards behind LOS looking to catch the ball outside the tackle box. All linemen except backside tackle throw and go rushers to second level
- **PURPLE** – a specific type of screen/downfield option – QB reads typically flat player/safety to determine whether to throw screen or quick slant
- **ALLEY SCREEN** – (ALASKA/ ARIZONA) - like a Red screen for receiver. Tackle is being released to corner to receiver will try to set up the block and then return to sideline after catch. (boundary route)

COMMENTS: If the defenders are pressing on our screens, we can run a “GO” pattern by the receiver who is the primary blocker on each screen by adding “BLACK” to the color called. For example, RED BLACK would be a RED look for the X receiver and a Go pattern by the #2 receiver who fakes a block on the MDM then releases downfield. “BLACK” always tells linemen to pass block to avoid getting called for being downfield on a pass.

Pass Protection Rules

BASE (2 Back)

Linemen match Big on Big. Backs read inside to outside backers on their side unless:

1. INSIDE BLITZ is shown before the snap. In this situation, an “Indy” call is made (by the guard) and the back on that side goes directly to the outside looking for the last man on the Line of Scrimmage (LMOS).
 - a. The “Inside” call tells the backs that Line is sealing inside and will close off inside gaps.
2. OUTSIDE BLITZ is shown before the snap. In this situation, the Tackle makes a “ROBBER” or “BANDIT” call to alert the Back that there is an unlocked rusher showing on LOS which the Line on that side cannot account for. The Back is to call “BADGER” and take that unaccounted-for rusher.
 - a. The “Badger” call tells all Linemen that Back is switching from his normal responsibility
3. BACK IS ALIGNED TO A SIDE (i.e.: Ace or Deuce) and back has no pattern he must alert Tackle with “I’m here” call. The Tackle will be responsible for blocking the most dangerous rusher. This may mean helping the back double-team the rushing DE or helping the Guard with a tough DT (as determined by film review). In either event, the Tackle should also be looking for a delayed blitz from a Linebacker.
4. MAX tells the TE to stay and block. He should make a “I’m here” call as he breaks the huddle so tackle will follow the rules in above

Play Action (2 Back) - Act Right (ACTOR)/ Act Left (AXLE)

1. The FB goes to the end of the LOS (playside) looking for an OLB, helping with the DE, or checking before release on pattern
2. The TB goes to the first uncovered gap (playside) looking for an ILB blitz.
 - a. **Note:** The TB should be aggressive in making his run fake.
3. All linemen from the first uncovered gap (playside) away block away from the gap (head-up if first covered lineman)
4. If the ILB is showing a possible blitz or is at heels of Defensive Linemen, the FB must go to him**

Note: We can send both backs to the same side if the defense double blitzes to that side. We make “Husky” call which tells the linemen and backs that there are four rushers coming from one side (most defenses bring it from the quick side and play cover 0). The nearest back takes the inside blitzer, farthest back takes the outside blitzer.

BASE (1 Back)

1. Linemen block Big on Big/ inside rules set forth for 2 Back protection.
2. The single back blocks to the TE side in PRO/DBLS unless “Bandit” call or if “1” technique the Center will block to the TE side and the single back will block away.

3. Back blocks away from Trips in Trips formation.
4. As with the 2 Back protection, the single back “Badgers” and goes away from original rule when:
 - a. The Quick Tackle recognizes unblocked possible blitzer to his side and calls “Robber” if right or “Bandit” if left
 - b. The QB recognizes or expects a delayed Will LB blitz and calls “Badger”
 - c. MAX Protection has been called so the TE is staying
 - d. Fly or Jet motion has been called bringing the motion man to the TE side (providing the QB a check off “Hot” swing route on a pass play)

RAM/ LION (2 Back)

½ Roll by the QB. Launch point will be behind the Tackle (Ram to the right, Lion to the left)

1. Playside linemen block aggressive head-up
2. The Center and back side of the line “Hinge” block to protect playside gap and create a wall
3. Back is responsible for blitzes through his playside gap. However, if backside of roll, make backside rushers go up and around the wall and pick up
4. Backs split – Back to the playside must be aggressive to the LOS recognizing the QB launch point is behind the Tackle.

RAZOR/ LANCE (2 Back)

Sprint out by the QB (Razor to the right, Lance to the left).

1. Playside linemen aggressive “Reach” block
 - a. With a kick step to ensure their head gets to the playside of the rusher
2. The Center and back side of the line “Hinge” block to protect playside gap and create a wall
3. Uncovered linemen look for a backside blitzer
 - a. Linemen must keep their head on a swivel
4. Both backs sprint outside to block for the QB sprinting out
 - a. The closest back is the first sealer, the farthest back is the outside sealer

RAM/ LION/ RAZOR/ LANCE (1 Back)

1. Linemen rules are the same as for 2 back protection
2. The single back blocks to the roll-out/ sprint-out side reading inside to outside backer to the playside (head on a swivel).

RIP/ LIZ (1 Back)

This a “slide” protection (linemen responsible for a gap one direction or another and “slide” to it)

- On RIP, all linemen from the left Tackle on block/help aggressively head-up to their inside gap. This will leave the last man on the left side of the LOS unblocked. The single back will be responsible for him.
- On LIZ, all linemen from the right Tackle on block/help aggressively head-up to their inside gap. This will leave the last man on the right side of the LOS unblocked. The single back will be responsible for him.
- In either protection, if the Tackle (away from the RIP/ LIZ direction) is covered head-up by a defensive lineman and there is another rusher outside of him, he must block the man head-up and the back will take the LMOS
- NOTE: we will use RIP/ LIZ in 2 back protection at times vs. a blitzing defense.

RASH/ LASH (1 Back)

This is a single back, gun protection designed to get the QB outside on a rollout. The single back is the key as he is to pin the playside DE on the outside shoulder. To do so, he may need to widen to a “divide” position. The OT on that side “down blocks” aggressively creating a run look that should get the DE to step down (or at least freeze) allowing the aggressive attack by the blocking back. Note: if the defense is in an odd front and the OT has a man head-up and a defender outside of him, the OT will take the man head-up and the back will pin the LMOS for the DE. Regardless, the playside Guard (PSG) pulls and becomes a personal protector for the QB. Note: the back will go first, and the Guard will pull behind him.

REACH/LEACH (Stretch Protection)

This is a roll out protection typically when QB is in gun. It is hard roll so linemen will execute run reach techniques to direction call. After buck step the direction of call, backside linemen must take at least 3 steps in direction of call before hinging. Backs will execute WIDE razor/lance type blocking trying to pin any force defender to allow QB time to get outside.